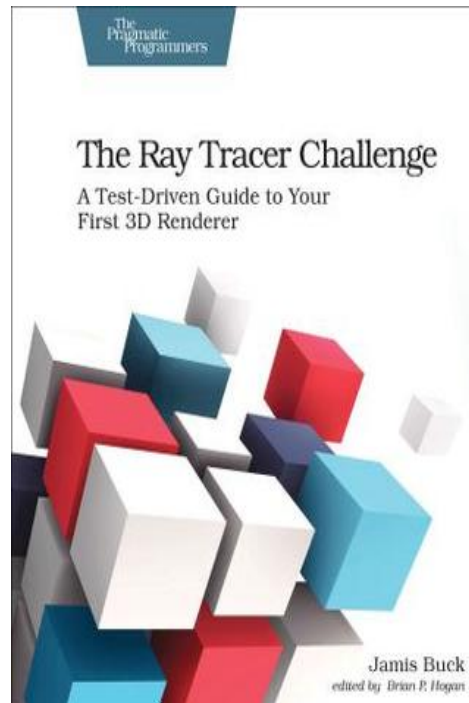


# Buch abrufen The Ray Tracer Challenge

By Jamis Buck



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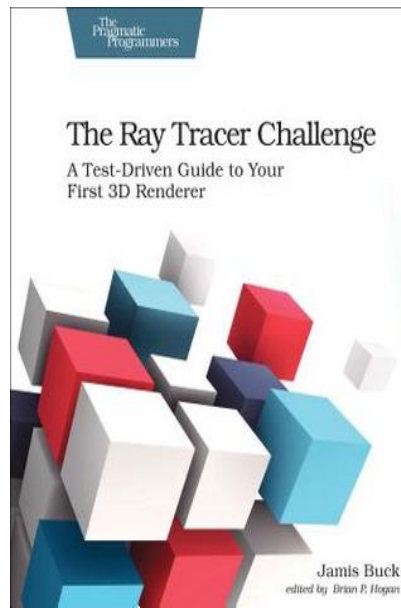


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Brace yourself for a fun challenge: build a photorealistic 3D renderer from scratch! It's easier than you think. In just a couple of weeks, build a ray tracer that renders beautiful scenes with shadows, reflections, brilliant refraction effects, and subjects composed of various graphics primitives: spheres, cubes, cylinders, triangles, and more. With each chapter, implement another piece of the puzzle and move the renderer that much further forward. Do all of this in whichever language and environment you prefer, and do it entirely test-first, so you know it's correct. Recharge yourself with this project's immense potential for personal exploration, experimentation, and discovery. About this Title The renderer is a ray tracer, which means it simulates the physics of light by tracing the path of light rays around your scene. Each exciting chapter presents a bite-sized piece of the puzzle, building on earlier chapters and setting the stage for later ones. Requirements are given



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